

---

**Work History**

---

**Software Engineer** **Capital One** **Feb 2021 – Present**

- Built a cloud-native Case Management platform supporting 150+ business workflows and servicing thousands of customers daily.
- Modernized a legacy monolith into a microservices based architecture (Node.js, Java/Spring Boot, Kafka, PostgreSQL, AWS ECS), reducing release coupling and improving system reliability.
- Saved \$15M in annual operational costs and improved cross-line servicing consistency by partnering with 20+ business teams to onboard case workflows.
- Saved \$17 million in operational costs developing RESTful APIs and real-time data pipelines using Kafka Streams and AWS Lambda to deliver live updates on case status, reducing manual follow-ups.
- Migrated the Customer Servicing UI to a microfrontend architecture (Vue.js, TypeScript) backed by a Backend for Frontend (BFF), scaling monthly deployments 9x.
- Implemented monitoring and alerting pipelines using Newrelic and Splunk to proactively detect production issues.

**Software Engineer, Intern** **Capital One** **June 2020 – Aug 2020**

- Increased developers' time efficiency and reduced wait for feedback from a Product Enrollment app used by millions of customers by designing and implementing an automated test suite that replaced the existing manual process.
- Lowered number of developer oversights and allowed for more thorough UI testing of a Forgot Password app by fully automating the front-end test process.

**Software Engineer, Intern** **Battelle** **Jan 2020 – May 2020**

- Collaborated directly with customers to implement requested features in a web-based data management platform that gave lead poisoning prevention programs a repository for blood lead data.
- Enhanced current and created new data visualizations to better analyze the output of a tool that determined the importance of further research into various hazards to prepare for chemical warfare.

---

**Certifications**

---

- Amazon Web Services Solutions Architect

---

**Education**

---

**Columbus, OH** **Ohio State University** **Aug 2016 – Dec 2020**

- B.S. in Computer Science & Engineering.

---

**Projects (github.com/deanhaleem)**

---

- **Super Mario Bros Clone – C#, MonoGame** A clone of Level 1-1 from the original Super Mario Bros game.
- **Maze Generation Visualizer – JavaScript, React** App that generates mazes using different algorithms.
- **Find The T! – C#, Unity** 2D mobile game in which the player must find the T amongst shapes that are close to a T.
- **League of Legends Visualization – JavaScript, Sigma.js** A network visualization of professional North American and Korean League of Legends.

---

**Skills**

---

- JavaScript/TypeScript, Node, Java, AWS, Postgres.
- Agile, Design patterns, Jira, Confluence, Git, Google Workspace.